

# TEXAS HOLD'EM

In Texas Hold'Em each player receives two uninterrupted cards singly dealt face down as their initial hand. There is a round of betting after these cards have been delivered. Three board cards (called the Flop), are now turned simultaneously face up in the center of the table and another round of betting occurs. The next two board cards are turned face up in the center of the table, one at a time with another round of betting after each card. These board cards are community cards shared by all active players at the table. At the completion of each hand each active player will have 7 cards, two personal and five community cards that are turned face-up in the center of the table. A player may use any combination of five cards, (one in their hand, four from the board, etc. ) to determine their best high hand.

Hold'Em uses a dealer button to indicate the player who in theory dealt the cards for that pot. The player with the dealer button is the last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets are used to start the action and initiate play. Blinds are posted by players who sit consecutive order from the button. Action is initiated on the first betting round by the player on the immediate left of the last blind. On all subsequent betting rounds the action is begun by the first active player clockwise from the button. All blinds are considered to be live and if there are no raises, blind may raise themselves when the action comes to them. When a single blind is used all action will start from the immediate left of the button.

## TEXAS HOLD'EM RULES

1. Check and raise is permitted.
2. A bet and three raises are allowed for each betting round. There is no limit of raises with only two players remaining.
3. String raises are not allowed. To protect your right to raise, you should either declare your intention verbally or place the proper amount of chips into the pot.
4. Only a full bet constitutes a raise anything less than a full bet is considered to be action only and can not be raised unless raising a previous full bet. A player has the right to go all-in.
5. A player who puts a single chip into the pot that is larger than the bet to him is assumed to have called the bet, unless he announces "raise".
6. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
7. A card found face up in the deck (boxed card), shall be treated as a "scrap of paper". A Joker that appears in a game that does not use a Joker is also a "scrap of paper". A card being treated as a scrap of paper is replaced by the next card below it in the deck, when possible. If not possible, it is replaced by the top card of the deck after completion of the round. If a player does not call attention to the Joker among his

down cards before acting on his hand, then he has a foul hand and forfeits all rights to the pot and all monies involved.

8. If a player's hole card is exposed due to a dealer error, he may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck. The exposed card will be used as the first bum card after all action before the flop is completed. If two or more cards are exposed on the deal, it is a misdeal.
9. If a player is dealt more or less cards than the game he is playing in calls for, and it is discovered before two players act on their hands, it is a misdeal. If it is discovered after two players have acted, then all monies, antes and blinds are forfeited by that player.
8. If the flop has too many cards, it will be taken back and reshuffled, except the bum Card will remain burned. A new card will be burned before re-flop.
11. If cards are flopped by the dealer before all the betting is completed, the entire flop is reshuffled, except the bum card will remain burned. A new card will be burned before re-flop.
11. If the dealer turns up the fourth card on the board before the round of betting is Completed, the card is not in play. After the completion of the betting, the next card is burned and the ~~fifth~~ card is put in the fourth card's place. After betting completed, the dealer will reshuffle the deck, including the card that was taken out of play but not the bum card or discards. The dealer will then bum a card and put the fifth card on the board.
12. If the fifth card is turned up before betting is complete, it shall be reshuffled in the same manner as the previous rule.
13. Players must have a live hand to play the board.
14. Cards speak. Best hand shown down wins. The winning hand must show both cards face up on the table. One card up and the other face down is not a valid hand.
15. A new player will be dealt in immediately.
16. If a player leaves the table for any reason and a blind passes his position, he may Resume play by posting the total amount of the blinds for the game or wait for the big blind.
17. The dealer button always moves forward and the blinds are adjusted accordingly.

## TEXAS HOLD'EM STRUCTURES

### SPLIT LIMIT

A. In the first two rounds of betting(one round before the "flop" of the first three up cards, another after the flop), bets and raises must be at the lower limit (for example, \$5 in a \$5/\$10 game).

B. In the last two rounds of betting(on the "turn", i.e. after the fourth up card has Been turned, and on the "end" or the "river", i.e. after the fifth and final up card has been turned), all bets and raises must be at the higher limit.

## PROGRESSIVE LIMIT

Progressive limit means the game has fixed amounts that may be bet dictated by the betting round.

The first number listed is the amount (minimum and maximum) that may be bet on the first betting round.

The second number listed is the amount (minimum and maximum) that may be bet on the second betting round.

The third number listed is the amount (minimum and maximum) that may be bet on the third betting round.

The fourth number listed is the amount (minimum and maximum) **that** may be bet on the fourth betting round.

The slash (/) indicates the game is progressive limit, and separates the fixed amounts of the betting rounds.

## STRAIGHT LIMIT

Straight limit means all bets are fixed at the amount listed.

## COLLECTION

Collection is the amount collected prior to the hand being dealt.

The first number listed is collected from the player with the dealer puck.

## BLINDS

**Blinds** are chips put up by designated players before the hand is dealt.

The first **blind** is provided by the player to the left of the dealer puck.

The second **blind** is provided by the second player to the left of the dealer puck.

The amount of the blind is determined by the limit of the game being played.

The first number listed is the first blind.

The second number listed is the second blind.

The dash (-) separates the numbers to distinguish which position puts up what amount.

The dealer button rotates to the left after each hand is concluded.

## BUY IN:

Buy-in is the amount that constitutes a full buy for that limit.

Players must buy-in to the game with at least the amount listed for the limit they are going to play.

One short-buy is allowed after a full-buy.

Short-buys may be of any amount less than the listed full-buy.

**THE LUCKY BUCK CARD CLUB**  
**BETTING LIMITS, BLIND, COLLECTION & BUY IN INFORMATION**  
**TEXAS HOLD'EM, OMAHA, TAHOE, AND PINEAPPLE**

BETTING	LIMIT	COLLECTION	BLINDS	BUY-IN
Split Limit	1/2	1	1-1	10
	2 / 4	2	1-2	20
	3/6	4	1-3	30
	4/8	4	2-4	40
	5/10	4	3-5	50
	6/12	4	3-6	60
	7/14	4	3-7	70
	8/16	4	4-8	80
	9/18	4	4-9	90
	10/20	4	5-10	100

**PROGRESSIVE LIMIT Full Kill**

2/4-4/8	2	1-2	20
3/6-6/12	4	1-3	30
4/8-8/12	4	2-4	40
5/10-10/20	4	3-5	50

**PROGRESSIVE LIMIT 1/2 Kill**

2/4-3/6	2	1-2	20
4/8-6/12	4	2-4	40

**BETTING**

Betting refers to the amounts of allowed bets.

There are different betting systems and multiple limits for each system.

Each of the betting systems is detailed below.

Each of the betting limits are listed separately.

There are four betting rounds no matter the betting system.

The first betting round is after the players have received their hole cards, but before the "flop."

The second betting round is after the "flop," but before the "turn."

The third betting round is after the "turn" but before the "river"

The fourth betting round is after the "river" but before the showdown.

No more than 3 raises (4 bets total) may be made in one round of betting.

## **LOWBALL**

In Lowball, the "worst or lowest" Poker hand wins. Straight's and flushes do not count against the player. The best Lowball hand, therefore, is A-2-3-4-5 and 2-3-4-6-7 is better than a 2-3-5-6-7. Lowball is played with a 53 card deck. The Joker must be used as the lowest card not already present in the player's hand. Lowball games have two different types of betting structures.

11. Straight Limit: All bets and raises are of the same amount. Example bet (4) raise, (4) re-raise (4).
12. Spread Limit: All bets and raises are within the predetermined spread. Example: Limit (3-12) bet 3, raise 6, raise 6, re-raise 12 (maximum). On occasion, the predetermined maximum spread could be increased by a player killing the pot.

## **LOWBALL RULES**

- a. Players must protect their hands at all times.
- b. Cards speak, best hand shown down wins the pot. Any player continually miscalling his or her hand will be cashed out.
- c. A player may draw up to five cards after the deal, except when in the position of the dealer button in which case a player may only draw three cards.
- d. In Low Draw, if a seven or better is checked after the draw and is the best hand, the player loses last action all bets after the draw are returned.
- e. Bi-lingual players must respect other players while hands are in play.
- f. Only a full bet constitutes a raise. Players have a right to go "all in". Any "all in" raise not equal to the proceeding bet is considered action only.
- g. A short bet or call must be completed, if a player acting in turn releases chips on the table with a forward motion, it constitutes a bet or call.
- h. Initial buy in must be for a specified amount of chips designated by the house, thereafter only one buy of a lesser amount (short buy) is allowed after each full buy.
- i. A hand is not considered dead if upon the floor persons discretion it is considered retrievable.

- j. No string bets.
- k. Do not criticize other players or use loud or vulgar language.
- l. If a pot is over killed the player that killed the pot acts second to last before the draw.
- m. If a pot is killed, and the player that killed the pot raises, the action goes back to the player that opened the pot and proceeds to other players in the order that they came into the pot.
- n. An exposed card must be "faceup", the ability to call the card does not qualify it as an exposed card.
- o. If the dealer exposes a card on the deal, a player must keep that card if the value is five or less and must surrender the card if it is a six or higher. A fouled card must be replaced by a card from the middle of the deck. In addition, if a player causes a card to be exposed, the player must keep that card.
- p. Each player must act in turn. Action on a hand out of turn is not binding. If any delay is encountered a player should call "time" to ensure his silence is not interpreted as a pass. If two subsequent players act due to a players silence, the hand is dead and may not be played.
- q. Do not expose any cards at any time except on show down.
- r. If a player shows cards to one, he must show them to all, if desired by other players.
- s. If a bet has been made and called, or check-check after the draw, any player may see any of the hands in play at the showdown.
- t. Five cards constitutes a playing hand more or less than five cards after the draw is a foul hand.
- u. Before the draw, the top card from the stub of the deck must be discarded (burned).
- v. On the draw a player may change the number or cards called for providing the next player has not acted.
- w. A verbal declaration in turn which causes another player to act, in turn, or money in the pot is binding. However, a player raising a bet should usually declare the raise. A call made behind the raise may be withdrawn if the raise was not clearly declared.
- x. Until the first action after the draw is taken the dealer must correctly state the number of cards drawn by the other players.
- y. A knock in turn usually constitutes a pass; but a knock of the table may also mean the declaration of a pat hand. A player

indicating a pat hand not knowing the pot has been raised may still play his hand, despite action taking place behind him.

- z. Upon floor persons approval, players may look at one or two cards then kill the pot. Dealer should stop dealing to allow players to look to see if they want to kill the pot. No kills will be allowed after subsequent cards are dealt.
- aa. A player who is "all in" must make a verbal declaration at that time or is subject to lose all rights to the pot.
- bb. Cards must be cut before each deal, a one handed straight cut if eight or more cards is a legal cut. Cards may not be cut after deal except on floor persons request.
- cc. If the deal is determined to be out of position and there has been no action, all hands are re-dealt. ~~If~~ the pot has been opened, play continues and the deal rotates from the position having the dealer button.
- dd. Two extra cards off the deck on the deal constitutes a misdeal. Also, if the first card dealt is turned over it is deemed a misdeal. In both instances, hands are re-dealt.
- ee. If one or more cards of the same suit or value, or cards of a different color appear in the deck, the deck is fouled and all hands are dead (no action).
- ff. If a deck is found to be irregular while pot is in play, it shall be declared "no pot" and all chips in the pot returned. However, once the pot is out of play, no adjustments can be made.
- gg. Cards face up in the deck (boxed cards) are dead and are dealt into the discards. A group of five boxed cards in the deck is a misdeal.
- hh. A player saying "deal me in" who has not returned to his seat after the dealer has dealt a hand past him cannot receive a hand. If a player is dealt a hand and has not returned to his seat in time to act in turn, will have a dead hand which will be put into the discards. If a player sitting at the table at the beginning if the deal is not dealt a hand, action is stopped and the hand is re dealt.
- ii. Before the draw, the first player to act is the player to the left of the big blind, after the draw, it is the player to the left of the dealer button.
- jj. In Lowball, checking and raising is not allowed.

- kk.** A player moving to a different game must have the specified "buy in" unless he is from a broken game. Game must be equal to or lower than the broken game to enter with a short buy.
- ll. Newly seated players will be dealt in immediately.
- mm. **A** player who leaves a game one full round, or does not complete the blind, must come back or the blind or straddle the blind. A player changing seats in a game must wait out the number of hands required to put him in the same relative position to the blind as the seat he vacated, or straddle the blind.
- nn. The limit of the game indicates the maximum amount of each bet.
- oo. There are no restrictions on the number of bets or raises unless indicated by the house.
- pp. Changes in the limit of a game may be made only after floor persons approval.
- qq. A player may only cash in chips when he quits the game. If a player quits a game and returns to the same game in less than one half hour, he must come back with at least the same amount of chips that he left with:
- ~~rr.~~ All chips must remain on the table, only cards and chips are allowed on the card table. If money is placed on the table, chips must be requested.
- ss. In no case will anyone be allowed to play over another players chips. No person may play another players chips for more than one round. (decision of management).
- tt. All table changes must be taken immediately, you will be dealt a hand at the new table, regardless of any change in game limit, without having to kill the pot.
- uu. After a new player is seated or a "buy in" is placed at a seat, no changes in seating will be made.
- vv. Players in a short game (4 handed or less) may not change seats unless a new player enters the game.
- ww. A player is allowed 30 minutes to eat or go for funds. When time is up, chips will be removed and seat forfeited. Players name will then be placed on a waiting list.
- xx.** If you leave a game and want your seat held for you, you must notify the floor person.
- yy. Once the pot is out of play, no decision can **be** rendered by the floor person.



zz. On the showdown, all cards in a hand must be shown, best intact hand wins.

**Aaa** Potting is allowed for refreshments, food or cigarettes only.

**Bbb** Cards off the table may not be played.

**Ccc** No "rabbit Hunting"

**Ddd** Decision of management is final.

**Eee** The Lucky buck Card Club reserves the right to refuse or restrict privileges at any time.

### **SPREAD Limit**

Spread limit means the bets may be of any amount within the allowed spread listed

The minimum bet allowed is the first number listed

The maximum bet is the last number listed.

The dash (-) indicates the game is spread limit and all numbers between the minimum and maximum listed are acceptable bets also

Raises may not be made unless the raise is the same amount, or greater than the bet being raised.

Each betting round is distinct from each other, and allowable minimums are not effected by bets made in a previous betting round, or hand.

### **SPLIT Limit**

Split Limit means the game has fixed amounts that may be bet dictated by the betting round

The first number listed is the amount (minimum and maximum that may be bet on the first round

The second number listed is the amount (minimum and maximum) that may be bet on the last round of betting.

The slash (/) indicates the game is split limit, and separates the fixed amounts of the betting rounds.

### **STRAIT LIMIT**

Strait limit means all bets are fixed at the amount listed.

### **BLINDS**

Blinds are chips put up by designated players before the hand is dealt. Blinds play (are part of the pot).

There are 2 blinds

The first blind is the player to the dealers left

The second blind is the second player to the dealers left

The amount of the blinds is determined by the limit of the game being played

The first number listed is the first blind

The second number listed is the second blind

The dash (-) separates the numbers to distinguish which blind puts up what amount

The blinds rotate to the left 1 position after each hand is concluded

### **COLLECTION**

The Collection is the amount collected by the house from the blinds prior to the hand being dealt

The collection rotates to the left 1 position after each hand is concluded

**TIME**

If a time collection method is used, the amount listed is collected from each player at the top and bottom of the hour

Players coming into the game after the half way mark of a time collection period do not pay until the beginning of the next time collection period

Time collections are made at the beginning of the time collection period being paid for  
Players may declare 2 hands when paying the time collection and receive their time collection back if they exit the game before the third hand is dealt after the time collection was made.

No time collection is taken if a drop is being made.

**BUY IN**

Buy in is the amount that constitutes a full buy for that limit

Players must buy in to the game with at least the amount listed for the limit they are going to play

One short buy is allowed after a full buy

Short buys may be of any amount less than the listed full buy

**Applications for State Gambling License Clarifications**

Descriptions of the event that determines the winner of the game

**LOWBALL**

Play ends when all betting is complete and the eligible players show their hands face up.  
Best hand wins, cards speak for themselves.

# THE LUCKY BUCK CARD CLUB

## BETTING, LIMIT, BLIND, DROP AND BUY IN

### INFORMATION

### LOWBALL

#### BETTING LIMIT   COLLECTION BLIND TIME   BUY IN

Spread Limit	210	3	1-3	3	20
	3-12	3	1-3	4	30
	4-16	4	2-5	5	40
	5-20	4	2-5	6	50
Split Limit	214	2	1-2	2	20
	316	3	1-3	4	30
	4/8	4	2-4	4	40
	5/10	4	3-5	4	50
	6/12	4	3-6	5	60
	10120	4	5-10	5	100
Straight Limit	2	2	1-2	1	20
	4	3	2-4	2	30
	6	3	3-3	3	60
	10	4	2-5	5	100
	12	4	2-6	5	120
	16	4	2-8	5	160
	20	4	2-10	5	200

#### BETTING

Betting refers to the amounts of allowed bets.

There are different betting systems and multiple limits for each system

Each of the betting systems is detailed separately below

Each of the betting limits are listed separately

There are two betting rounds no matter the betting system.

The first betting round is after the players have received their hands, but before discards are declared.

The last round is after the players have received all draw cards, but before the showdown.

# PAN

The objective of this game is to have combinations of three or more cards in sets or runs (known as melds) laid on the table in front of you using eleven cards. The first player doing so is the **winner** and receives chips from other players that still have chips and cards remaining in their hands. The **winner** of the hand **will** win money from the other players in different ways that will be described below.

Eight decks of regular playing cards are used to play the game: 8's, 9's, 10's and the Jokers are omitted, leaving a total of 320 cards. (Sometimes a set of spades are deleted from the deck.)

Cards in each suit rank as follows: King being the highest, Queen, Jack, 7,6,5,4,3,2,A. The Jack and the seven can be used in sequence. There is no rank of suits except that spades pay double.

## PAN RULES

1. The Deal: The dealer will shuffle and cut the cards before each deal. Players are dealt 10 cards, five (5) at a time in a **counterclockwise direction**. The dealer will start with:
  - A. The player who is dealt the lowest card face up at the beginning of a new game.
  - B. The winner of the last hand.
  - C. The player to the right of the seat where the last hand was won when the winner elects to change seats, leaves the game or passes.
2. The Draw: Once the player has touched the deck to draw, holding the wrong number of cards fouls his hand.
3. The draw should not begin **until** all players have declared. The first player to draw is the declared winner of the previous hand, or, if he is out, the first player to his right.
4. Each drawn card will be displayed face up. All players in action have the right to see all drawn cards. Pan rules forbid a player from putting the option card or draw card in his hand. Putting a card in the hand makes it foul. The player would have to return all pay he has collected and continue to pay the other players all earned pay for the remainder of the hand.
5. A drawn card is discarded when it is released toward the dealer.
6. Once a player has touched the deck, he may not change **his** mind and use the option card. He has lost his right to the option card unless it is forced on him by another player.
7. A player overlooking or ignoring an option card which can be used in one of board melds and touching the deck to draw, may, by choice of any player in action, be forced to either use the option card or to continue the draw. The exception to this is the player who drew and discarded the option without forcing it; he may subsequently decide to force it.
8. If the rotation of the draw becomes confused, the dealer will attempt to reconstruct the proper order whenever possible. When unable to do so, the dealer will follow these guidelines:
  - A. Once three or more players have, for whatever reason, drawn out of order, the draw stands and continues from there;
  - B. Once three or more players have drawn out of turn, cards used and pay collected **as** a direct or indirect result of their plays out of turn will stand so long as the meld is valid;
  - C. When the draw can be reconstructed, such efforts will be made for the benefit of players who have not drawn.

9. The Play: Each player draws one card from the top of the deck or uses the option card. **If** the player takes the top card off the deck, he must use it immediately in a meld or discard it.
10. After drawing and before discarding, the player may meld as many sets or runs as he holds or may add to his existing melds.
11. Set: Three *cards* or more of the same **rank** but all of different suits, also would be considered a meld. Three or more cards of the same **rank**, all being the same suit, also would be considered a meld. The only exception would be three Aces or three Kings. Regardless of suit, they would also be considered a meld. Aces and Kings are commonly called non-comoquers.
12. Forcing Cards: If the option card can be added to a meld of the player to whom it is available, any other player may, if he desires to, require the player to take that **card**. The purpose in forcing this draw on the player is to compel him to make a discard, thereby possibly breaking up a prospective combination in the cards he holds.
13. A player may not give the out card to another player with ten (10) cards melded on the board if the card **can** be used in the first player's hand. Any player in action has the right to see the **first** hand and to force back the card if it **can** be used in any way.
14. A player may not be forced to take an out card unless that card would put the next player out for a greater amount of pay.
15. Any player in action may choose to end the hand for lower pay by forcing the out card.
16. Foul Hand: A foul hand is a hand successfully called foul by a player in action as a result of one or more violations of rules.
17. Irregularities: If, before the player has made his first draw, he finds he has nine cards, the dealer will deal the player an additional card. **If** the player has eleven cards, the dealer withdraws the excess card from the player's hand, putting it among the discarded hands of passing players. If the player has been dealt less than eight cards or more than eleven cards, the hand is dead and the player's passing ante will be returned.
18. If a player's hand is found incorrect after he has made his first draw, he must discard his hand, retire from that deal and return all collections he made for conditions. In addition he must continue to make due payments to others for their winnings.
19. Going Out: When a player shows eleven cards in melds, he collects two chips from every player. A player also collects for each valid condition.
20. When a player has all ten cards spread, the player at his left may not discard an option card, if he can possibly use it that puts the opponent to his right out.
21. Incorrect Meld: If a player lays down any spread not conforming to the rules, he must make it valid on demand. If he cannot do so, he must return any collections made for the improper spread and legally proceed with the turn. If he has already discarded, he must return all collections made on that hand, discard the hand, and retire from play until the next deal, but must continue to make payments to others for conditions and winnings. However, if the player makes the meld valid before attention is called to it there is no penalty.
22. Pays and Collections: All collections must be called for before discarding. A player who neglects to do so may not ask for the pay until his hand is hit again.
23. The same amount of pay must be collected from each player in action. A player may ask for short pay, but all players will pay the same amount.
24. A player penalized for a foul hand is required to repay all chips collected during the hand, but he does not have to repay any opponent who has gone broke **and/or** previously fouled **his hand**.
25. On the outs, a player having to collect and **then** cut off a collection must be specific in his statement or action. Simply stating "out on a good one" is not sufficient.
26. A player may **ask** the dealer for help in calculating the value of a collection or of the outs.
27. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until **the** pot is awarded.

28. Dealer Enforcement: **Pan** rules are usually enforced only at the specific request of a player in action. The House cannot always intervene on behalf of **an** injured player unless he **promptly** calls the problem to the dealer's attention. Players must protect their hands and enforce their rights according to the rules.
29. The dealer may not assist or advise players except to calculate the value of collections or of the outs when any active player **asks**. The outs must be read **as** the hand lies.
30. The dealer will enforce payment of all earned collections. The outs will be paid in front of each player's position (no splashing).
31. The dealer will foul a player's hand at the request of another player in action when justified by the rules.
32. General: The **minimum** buy-in is twenty (20) chips or equal value for the condition of the game.
33. Playing for Tops: A player without one chip of the appropriate value has a hand and may **continue playing** for the Tops.
34. A player who causes a game to break up by leaving the table or refusing to play will lose his place on the change board, and his name will be put at the bottom of the waiting list.
35. On the deal, foreign cards (8,9,10,Joker) appearing in a player's hand **will** be replaced from the center. On the draw, the foreign card will be removed and the player will draw again.
36. Each player is responsible for **counting** the cards before picking them up. If a player discovers he has the wrong number of cards after the player touched the deck to draw, **his** hand is foul and he must return all pay he has collected and pay all earned pay for the remainder of the hand.
37. The Floorperson's decision is **final** in all disputes and in the interpretation of all rules.

**THE LUCKY BUCK CARD CLUB**  
**BETTING, LIMIT, BLIND, DROP, AND BUY-IN INFORMATION**  
**PAN**

<b>BETTING</b>	<b>LIMIT</b>	<b>BLINDS</b>	<b>COLLECTION</b>	<b>BUY-IN</b>
Singles	1	1	1/2/3	20
	2	2	2/4/6	40
	3	3	3/6/9	60
	4	4	4/8/12	80
	5	5	5/10/15	100
	6	6	6/12/18	120
	7	7	7/14/21	140
	8	8	8/16/24	160
	9	9	9/18/27	180
	10	10	10/20/30	200
	11	11	11/22/33	220
	12	12	12/24/36	240
	13	13	13/26/39	260
	14	14	14/28/42	280
	15	15	15/30/45	300
	16	16	16/32/48	320
	17	17	17/34/51	340
	18	18	18/36/54	360
	19	19	19/38/57	380
	20	20	20/40/60	400
Doubles	1	2	2/3/4	40
	2	4	4/6/8	80
	3	6	6/9/12	120
	4	8	8/12/16	160
	5	10	10/15/20	200
	6	12	12/18/24	240
	7	14	14/21/28	280
	8	16	16/24/32	320
	9	18	18/27/36	360
	10	20	20/30/40	400

**BETTING**

Betting refers to the amounts of allowed bets.

There are different betting systems and multiple limits for each system.

Each of the betting systems is detailed separately below.

Each of the betting limits are listed separately.

**SINGLES**

Singles means the amount listed is the condition being played.

Condition is the amount collected and paid by players during the hand for each 1 pay played.

Singles players collect singles, pay singles, and are eligible for single tops.



## **DOUBLES**

Doubles means the amount listed is the condition being played.

Condition is the amount collected and paid by players during the hand for each 1 pay played.

Doubles players may play at the same table as singles players.

Doubles players collect doubles, and pay doubles to other doubles players.

Doubles players collect singles, and pay singles to singles players.

Doubles players are eligible for singles, and doubles tops.

## **COLLECTION**

The collection is the amount collected by the club from the first 1, 2 or 3 players before any cards are dealt, depending on the number of players dealt.

The first number listed is the amount collected if only 2 players are dealt in the hand.

The second number listed is the amount collected if 3 or 4 players are dealt in the hand.

The third number listed is the amount collected if 5 or more players are dealt in the hand.

The slash [/] separates the numbers to distinguish the veritable collection amounts.

## **BLINDS**

Blinds are chips put up by each player before the hand is dealt. And after the collection is made.

The amount of the blinds is determined by the limit of the game being played.

## **BUY-IN**

Buy-In is the amount that constitutes a full-buy for that limit.

Players must buy-in to the game with at least the amount listed for the limit they are going to play.

One short-buy is allowed after a full-buy.

Short-buys may be of any amount less than the listed full-buy.

## **LUCKY BUCK CARD CLUB**

1. The event that determines the winner of the game Hold-em and all variations is the card speaks: best hand shown down wins. The winning hand must turn all cards face up on the table.
2. The event that determines the winner of the game Pan is the player having combinations of three or more cards in sets or runs (known as melt) laid on the table in front of them using eleven cards. The first player doing so is the winner and receives chips from other players that still have chips and cards remaining in their hands. Each player bets one (1) dollar chip in one dollar condition game before receiving cards. The house collects its chips and places the remaining chips on top of the mucking block (tops). The winner of the hand will win chips from the other players in different ways. When a player shows eleven cards in melds, he collects two chips from every player. The player also collects for each valid condition. No pot may be awarded until all losing hands have been killed. Winning hand should remain face up until tops are awarded.

**THE LUCKY BUCK CARD CLUB**  
**BETTING, LIMIT, BLIND, DROP AND BUY IN**  
**INFORMATION**  
**LOWBALL & DRAW POKER**

**BETTING LIMIT   COLLECTION BLIND TIME   BUY IN**

<b>Spread Limit</b>	<b>2-10</b>	<b>3</b>	<b>1-3</b>	<b>3</b>	<b>20</b>
	<b>3-12</b>	<b>3</b>	<b>1-3</b>	<b>4</b>	<b>30</b>
	<b>4-16</b>	<b>4</b>	<b>2-5</b>	<b>5</b>	<b>40</b>
	<b>5-20</b>	<b>4</b>	<b>2-5</b>	<b>6</b>	<b>50</b>
<b>Split Limit</b>	<b>2/4</b>	<b>2</b>	<b>1-2</b>	<b>2</b>	<b>20</b>
	<b>3/6</b>	<b>3</b>	<b>1-3</b>	<b>4</b>	<b>30</b>
	<b>4/8</b>	<b>4</b>	<b>2-4</b>	<b>4</b>	<b>40</b>
	<b>5/10</b>	<b>4</b>	<b>3-5</b>	<b>4</b>	<b>50</b>
	<b>6/12</b>	<b>4</b>	<b>3-6</b>	<b>5</b>	<b>60</b>
	<b>10/20</b>	<b>4</b>	<b>5-10</b>	<b>5</b>	<b>100</b>
<b>Straight Limit</b>	<b>2</b>	<b>2</b>	<b>1-2</b>	<b>1</b>	<b>20</b>
	<b>4</b>	<b>3</b>	<b>2-4</b>	<b>2</b>	<b>30</b>
	<b>6</b>	<b>3</b>	<b>3-3</b>	<b>3</b>	<b>60</b>
	<b>10</b>	<b>4</b>	<b>2-5</b>	<b>5</b>	<b>100</b>
	<b>12</b>	<b>4</b>	<b>2-6</b>	<b>5</b>	<b>120</b>
	<b>16</b>	<b>4</b>	<b>2-8</b>	<b>5</b>	<b>160</b>
	<b>20</b>	<b>4</b>	<b>2-10</b>	<b>5</b>	<b>200</b>

**BETTING**

Betting refers to the amounts of allowed bets.

There are different betting systems and multiple limits for each system

Each of the betting systems is detailed separately below

Each of the betting limits are listed separately

There are two betting rounds no matter the betting system.

The first betting round is after the players have received their hands, but before discards are declared.

The last round is after the players have received all draw cards, but before the showdown.

## **RULES FOR DRAW POKER:**

1. All games are table stakes.
2. Our smallest game is \$10.00 buy-in, \$1 to \$5. *beginners*
3. Each deck contains a Joker. The Joker may be used as a fifth ACE or as any card in a straight or flush.
4. The best hand is five ACES. The second best hand is a ROYAL FLUSH.
5. A player may pass and come back in if the pot is opened.
6. After the draw, a player may pass without folding unless a bet has been made.
7. The player is responsible for protecting his hand at all times.
8. Players are requested not to expose cards at any time, except on the showdown.
9. Cards should be held over the table; after the draw, a card dropped on your lap or on the floor kills your hand and forfeits all chips in the pot. Cards taken below the level of the table also kills the hand.
10. All verbal declarations, in turn, are binding (e.g., I pass, I bet, I raise, I call, I open, All in).
11. All exposed cards must be kept on the deal.
12. A player cannot take any card on the draw which has been turned over by the dealer. After the draw is completed, the card is replaced from the top of the deck and there is no action.
13. Four and six cards constitute dead hands.
14. The last player to act is the player with the largest blind or in the case of an ante game, the dealer.
15. No string bets are allowed.

16. No player is allowed to touch or play another players chips.

17. A player must call his hand on the showdown.

## TEXAS HOLD-EM VARIATIONS

### TEXAS HOLD-EM HIGH/LO/ 8

This game is played hold-em style. Where each player receives two cards as his initial hand. The object of the game is to make a high hand or a low hand or both. Example: 2-3-4-5-6 will qualify as a 6 low and straight for high. Players must qualify for low by making a five card hand 8 high or lower. Players qualify for high hand with a pair or better. Players can use one or two of their hole cards or play the board. The pot is split equally between the high hand and the low hand. If no player can produce a five card low hand 8 high or lower the highest hand with a pair or better wins the entire pot. If no player can produce an 8 high or lower for low or a pair or more for high the pot is divided equally between all remaining players with a live hand.

### CRAZY PINEAPPLE HOLD-EM/ 8

This game is played hold-em style. Where each player receives three cards as his initial hand. After the flop each player must discard one card leaving him with two hole cards. The object of the game is to make a high hand or a low hand or both. Example: 2-3-4-5-6 will qualify as a 6 low and straight for high. Players must qualify for low by making a five card hand 8 high or lower. Players qualify for high hand with a pair or better. Players can use one or two of their hole cards or play the board. The pot is split equally between the high hand and the low hand. If no player can produce a five card low hand 8 high or lower the highest hand with a pair or better wins the entire pot. If no player can produce an 8 high or lower for low or a pair or more for high the pot is divided equally between all remaining players with a live hand.

### TAHOE PINEAPPLE HOLD-EM/ 8

This game is played hold-em style. Where each player receives three cards as his initial hand. The player retains all three cards throughout the game. Players may use a maximum of two cards from their hole cards to make a high or low hand or both. Example: 2-3-4-5-6 will qualify as a 6 low and straight for high. Players must qualify for a low by making a five card hand 8 high or lower. Players qualify for high hand with a pair or better. Players can use one or two of their hole cards or play the board. The pot is split equally between the high hand and the low hand. If no player can produce a five card low hand 8 high or lower the highest hand with a pair or better wins the entire pot. If no player can produce an 8 high or lower for low or a pair or more for high the pot is divided equally between all remaining players with a live hand.

### OMAHA HOLD-EM/ 8

This game is played hold-em style. Where each player receives four cards as his initial hand. Players must use exactly two cards of their four along with three of the common cards exposed on the table in order to form their five card Poker hand. Players can make a high or low hand or both. Example: 2-3-4-5-6 will qualify as a 6 low and straight for high. Players must qualify for low by making a five card hand 8 high or lower. Players qualify for high hand with a pair or better. The pot is split equally between the high hand and the low hand if no player can produce a five card low hand 8 high or lower the highest hand with a pair or better wins the entire pot. If no player can produce an 8 high or lower for low or a pair or more for high the pot is divided equally between all remaining players with a live hand.